



Kaydara FBX

Universal 3D Asset Exchange

Kaydara FBX is a widely-used standard for the universal exchange and use of 3D content. FBX support is available for all popular 3D authoring tools, allowing animation teams to easily transfer assets between the myriad of tools typically used. For online collaboration and approvals, FBX for QuickTime allows simple viewing and interaction of any FBX file in full-resolution 3D. FBX allows 3D data to flow between tools, teams and locations, saving valuable time in the production process.

Designed for animators working on state-of-the-art feature films, FX, games, television series and commercials, FBX allow an enormous amount of 3D data types to flow effortlessly between different software applications. Supported data includes all major NURBS and polygon surface types, keyframe and mocap animation, shapes and morph targets, materials and textures, lights, cameras, hierarchical information and character animation data including IK, envelopes and deformations.



FBX for Authoring Tools

FBX allows all types of data to be packaged into one royalty-free file format that can be used by all of today's major 3D authoring software. With FBX, you don't have to worry about which software application the data came from, or how you are going to convert it. FBX technology acts as an interchange hub between all popular 3D software, regardless of software vendor or computer platform. FBX allows you to move 3D data easily between tools such as modeling software, animation software, 3D scanning products, 3D content libraries, motion capture systems and camera tracking systems. FBX is an ideal file format for creating content libraries that directly load into all popular 3D software applications.

FBX for Apple QuickTime

FBX for Apple QuickTime allows any FBX file to be viewed and interacted with using Apple's QuickTime player on either Macintosh or Windows computers. Both Apple's QuickTime player and Kaydara's FBX QuickTime component are freely available and simple to use, making it easy to do collaborative pre-visualization, storyboards, animatics and online approvals.

Instead of spending time rendering digital video files and highly compressing them for Internet retrieval, FBX for QuickTime allows one self-contained file to be transferred and viewed in full 3D resolution, without requiring the viewing computer to have the corresponding 3D authoring software applications installed.

Using tools such as Kaydara MOTIONBUILDER, animation triggers can be built into FBX scenes, allowing the easy creation of interactive presentations and simple games. When used with QuickTime Pro, FBX 3D becomes a new media type for authoring, allowing combinations with all QuickTime video, audio and image formats.

The FBX Toolkit

Kaydara licenses the FBX SDK to software and hardware vendors to who wish to support the FBX format. The FBX SDK is an easy-to-use C++ software development toolkit that is licensed on an annual flat-fee basis. Kaydara also provides conversion software allowing application and content vendors to transfer their existing commercial and demonstration content into the FBX format with a minimum of effort.

Technical Specifications

- Royalty-free universal data exchange format
- Supports vast range of 3D data types
 - All major NURBS and polygon surface types
 - Keyframe and mocap animation
 - Shapes and morph targets
 - Materials and textures
 - Lights
 - Cameras
 - Hierarchical information
 - Character animation
 - Inverse kinematics
 - Envelopes
 - Deformations
- Supports all major operating systems are supported include Microsoft Windows, Apple OS X, Linux, IRIX
- Optional file password protection
- FBX SDK available

- ### FBX for Apple QuickTime
- Component addition to QuickTime platform
 - Supports FBX files with 3D, video, audio and still image content
 - Allows playback and interaction with 3D content
 - 3D camera controls
 - Multiple camera viewing
 - Display modes including flat, lit, shaded
 - Lights on/off control
 - Multiple takes selection
 - Camera orbiting
 - QuickTime version 6.0.2 or newer is required
 - Apple Macintosh system requirements
 - G3 or G4 Macintosh
 - 128 MB RAM
 - OpenGL graphics card
 - Mac OS X v.10.2 or newer
 - Microsoft Windows system requirements
 - Intel Pentium III or newer processor
 - 128 MB RAM
 - OpenGL graphics card
 - Windows XP / 2000 / NT / 98 or ME
 - Supported web browsers
 - Microsoft Internet Explorer 5.x or newer
 - Netscape Navigator 4.x or newer
 - Apple Safari 1.0 or newer

- ### Additional QuickTime Pro Functionality
- FBX track can be combined with other QuickTime tracks such as video, audio, text and 2D graphics
 - Save FBX files as QuickTime MOV files
 - FBX files saved as "Self-Contained" play easily across the Internet
 - Supports full set of QuickTime track controls including add, replace, trim
 - Supports full screen mode
 - Users can activate, disable and delete FBX track as well as control position of the FBX track layer

FBX Supporters

FBX is widely supported in products from leading companies including:

- 2D3
- Alias|Wavefront
- ATTITUDE
- Autodesk / Discreet
- Digimask
- DI-O-Matic
- ElectricImage
- Face2Face
- Hexagram
- InSpeck
- Maxon
- Midway
- Motek
- NaturalMotion
- NewTek
- NoDNA
- NXN
- Okino
- QEDsoft
- Softimage
- Strata
- TurboSquid
- Vicon
- Virtools
- Wings3D
- Zygote



Next Generation Animation Tools
www.kaydara.com